

In the Claims

1           1. (currently amended) A method for write protecting a storage medium of a gaming  
2 machine, the storage medium containing critical game data for operating the gaming machine,  
3 the storage medium including a data register capable of receiving external data when at least one  
4 load condition of the data register is enabled, the method comprising:

5           decoding an address of the storage medium selected by an external device; and

6           if the selected address matches an address of the data register, disabling more than  
7 one ~~the~~ load condition of the data register.

1           2. (original) The method of claim 1, wherein the at least one load condition includes a  
2 write enable input of the storage medium.

1           3. (original) The method of claim 1, wherein the at least one load condition includes  
2 card enable inputs of the storage medium.

1           4. (currently amended) The method of claim 1, wherein the at least one load condition  
2 includes a plurality of load conditions such that the data register is capable of receiving the  
3 external data when the plurality of load conditions are enabled, and wherein the step of disabling  
4 the load condition includes disabling ~~one~~ two or more of the plurality of load conditions.

1           5. (currently amended) A method of disabling loading of external data into a data  
2 register of a storage medium of a gaming machine, the storage medium containing critical game  
3 data for operating the gaming machine, the method comprising:

4           decoding an address of the storage medium selected by an external device; and

5           if the selected address matches an address of the data register, disabling at least  
6 ~~one~~ two load condition conditions of the data register.

1           6. (original) The method of claim 5, wherein the at least one load condition includes a  
2 write enable input of the storage medium.

1           7. (original) The method of claim 5, wherein the at least one load condition includes  
2 card enable inputs of the storage medium.

1           8. (original) The method of claim 5, wherein the at least one load condition includes a  
2 plurality of load conditions, and wherein the step of disabling the load condition includes  
3 disabling one or more of the plurality of load conditions.

1           9. (currently amended) An apparatus for write protecting a storage medium of a gaming  
2 machine, the storage medium containing critical game data for operating the gaming machine,  
3 the storage medium including a data register capable of receiving external data when at least one  
4 load condition of the data register is enabled, the apparatus comprising:  
5           means for decoding an address of the storage medium selected by an external  
6 device; and

7 means for disabling ~~the~~ two or more of the at least one load condition of the data  
8 register if the selected address matches an address of the data register.

1 10. (original) The apparatus of claim 9, wherein the at least one load condition includes  
2 a write enable input of the storage medium.

1 11. (original) The apparatus of claim 9, wherein the at least one load condition includes  
2 card enable inputs of the storage medium.

1 12. (original) The apparatus of claim 9, wherein the at least one load condition includes  
2 a plurality of load conditions such that the data register is capable of receiving the external data  
3 when the plurality of load conditions are enabled, and wherein the means for disabling the load  
4 condition disables one or more of the plurality of load conditions.

1 13. (currently amended) An apparatus for disabling loading of external data into a data  
2 register of a storage medium of a gaming machine, the storage medium containing critical game  
3 data for operating the gaming machine, the apparatus comprising:

4 means for decoding an address of the storage medium selected by an external  
5 device; and

6 means for disabling at least ~~one~~ two load ~~condition~~ conditions of the data register  
7 if the selected address matches an address of the data register.

1           14. (currently amended) A control system for operating a gaming machine, comprising:  
2   a processor;  
3           a storage medium for storing game critical data and including a data register  
4   capable of receiving external data when at least one load condition of the data register is enabled;  
5   and  
6           write protection logic for decoding an address of the storage medium selected by  
7   an external device and, if the selected address matches an address of the data register, disabling  
8   ~~the all~~ load condition conditions of the data register.

1           15. (original) The control system of claim 14, wherein the storage medium includes  
2   removable flash memory.

1           16. (original) The control system of claim 14, wherein the at least one load condition  
2   includes a write enable input of the storage medium.

1           17. (original) The control system of claim 14, wherein the at least one load condition  
2   includes card enable inputs of the storage medium.

1           18. (original) The control system of claim 14, wherein the at least one load condition  
2   includes a plurality of load conditions such that the data register is capable of receiving the  
3   external data when the plurality of load conditions are enabled, and wherein the means for  
4   disabling the load condition disables one or more of the plurality of load conditions.